```
WAL::ISystem
         + update()
         + fixedUpdate()
         + getView()
         + ~ISystem()
WAL::System < LevitateComponent,
       PositionComponent >
# wal
+ ~System()
+ System()
+ getView()
+ onUpdate()
+ onFixedUpdate()
+ onSelfUpdate()
+ update()
+ fixedUpdate()
# System()
# System()
# operator=()
      BBM::LevitateSystem
      + onFixedUpdate()
      + LevitateSystem()
      + LevitateSystem()
      + ~LevitateSystem()
      + operator=()
```